PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-00881
00881

Danger Girl™

SPACE
www.n-space.com

THQ

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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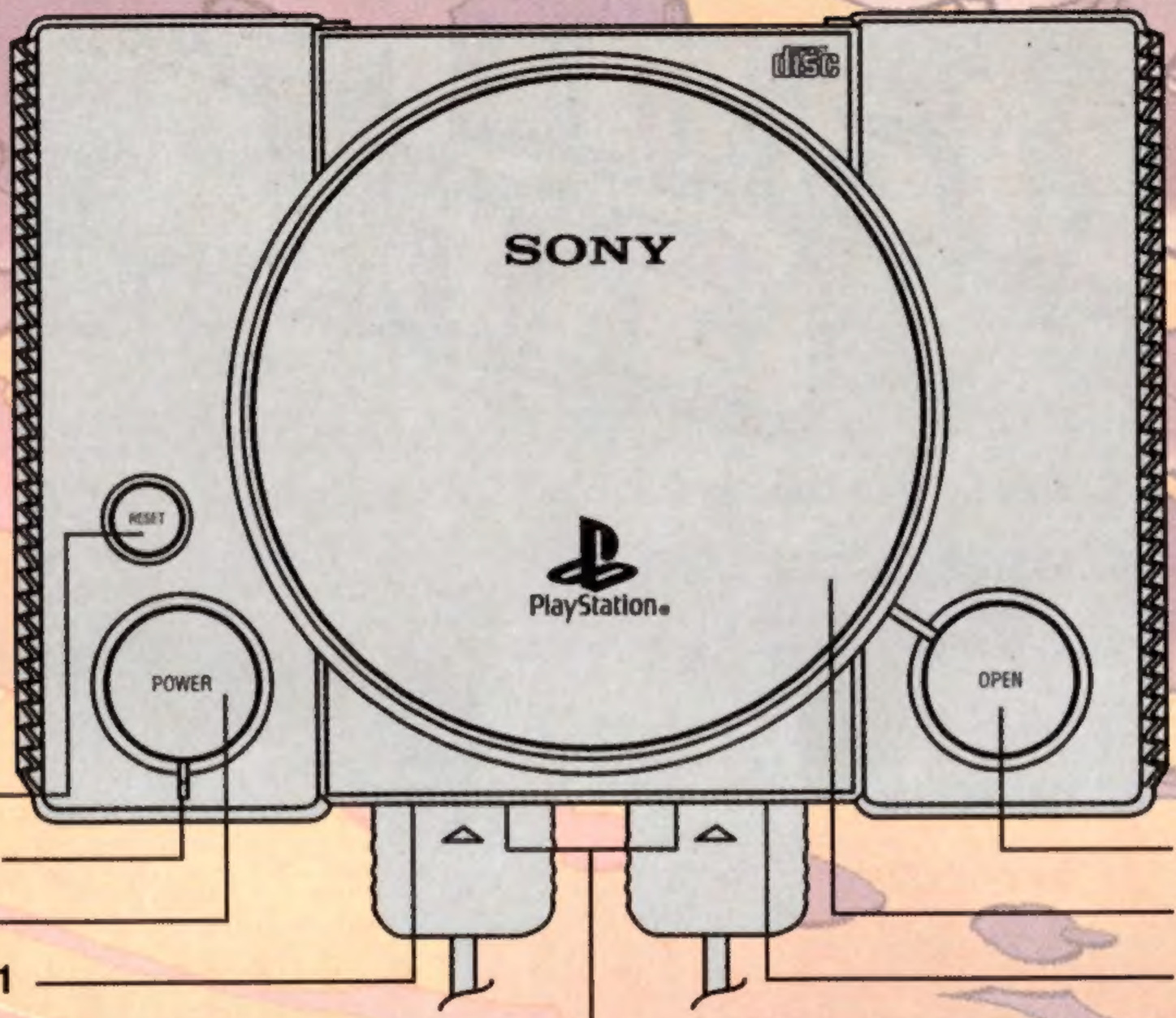
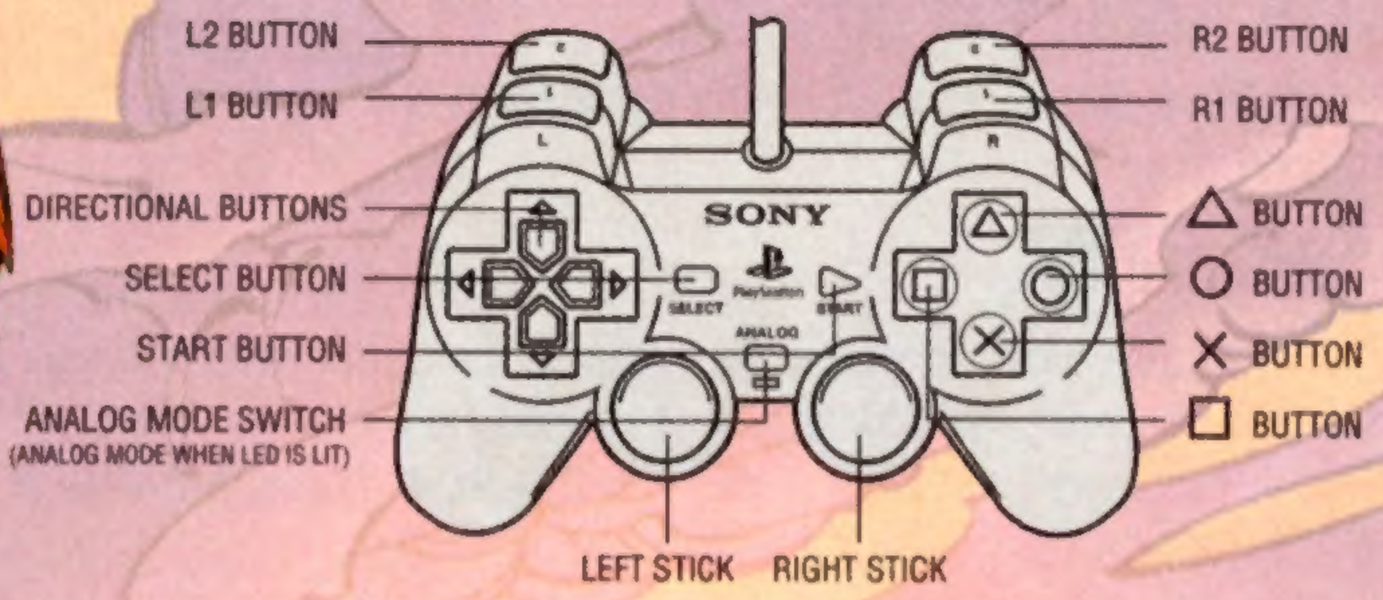
SETTING UP YOUR CONSOLE



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ***DANGER GIRL*** disc and close the disc cover. Insert a game controller and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLLING THE DANGER GIRLS



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Analog and Vibration mode

DEFAULT CONFIGURATION

MENU CONTROLS

Highlight selection	Directional button or Left Stick ↑/↓/←/→
Confirm selection	✕ button
Back one selection or screen	△ button

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.

GAME CONTROLS

Move character	Directional button or Left Stick ↑/↓/←/→
Fire currently selected weapon	✕ button
Action Button: Use currently selected item/grab onto objects/use objects /pistol whip enemy	○ button
Jump	□ button
Turn around (180 degrees)	Double-tap Directional button ↓
"Look" mode	△ button; first person view □ button; changes look speed
"Zoom-in" with Sydney's sniper rifle	L2 button
"Zoom-out" with Sydney's sniper rifle	R2 button
Crouch/Sneak	L1 button (hold down and push Directional button/Left Stick to sneak) L2/R2 button to roll L/R when crouching
Strafe right/left	R2/L2 button (hold down and press □ for a diving jump to the right/left)
Pause game/Options	START button
Open Inventory/Access objectives	SELECT button (see page 9 for more information about Inventory)
Look around/Adjust camera	Right stick

Wall Sneak:
While pressing against a wall, press R1 (walk button). The player will spin around, pressing her back to the wall. From this position you can move left or right along the wall by pressing L2 or R2 (strafe buttons). Once you reach a corner, press and hold the appropriate strafe button again to pop out, ready to fire. Release the strafe button to return to safety or press ↑ to start running again. Return to normal play by pressing R1 (walk button) at any time.

MAIN MENU

NEW GAME

Select "New Game" to start a new game from the beginning of the mission.

LOAD GAME

Select "Load Game" to get to the Load Game menu. Here you can select from previously saved games to resume play where you last left off. (You must be using a MEMORY CARD containing **DANGER GIRL** game data in order to use this option.)

At the end of each level you'll be given an opportunity to save the game. If the Auto-Save function is enabled, the game will automatically save your progress as you finish the levels. If the Auto-Save function is disabled, a save menu will appear when you complete a level. (See page 5 for more information about Auto-Save.)

To load a game from the Load Game Menu use the Directional buttons/Left Stick ↑/↓ to select the saved game. Press the × button to confirm and load the saved game.

MEMORY CARD

To save or load game data, you must insert a MEMORY CARD into MEMORY CARD slot 1 or 2 of the PlayStation game console before beginning play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved ***DANGER GIRL*** games. Press the Select button to switch between MEMORY CARD 1 and 2.

OPTIONS

Select "Options" to go to the Options menu. Here you can "fine-tune" your gameplay controls and preferences. If you choose not to, the game will automatically use controls listed on page 3.

Audio

Use the Directional buttons/Left Stick ↑/↓ to select "Sound Volume", "Music Volume", "Cinematic Volume" or "Stereo/Mono" . Use the Directional buttons/Left Stick ←/→ to adjust the volume from 0 to 9 (9 maximum) and to change from Stereo to Mono (and back).

Altering Controls

Use the Directional buttons/Left Stick ↑/↓ to select "Look Speed", "Invert Pitch", "Vibration" or "Remap Controller." To toggle the "Look Speed", "Invert Pitch" and "Vibration" options, use the Directional buttons/Left Stick ←/→. To go to the Remap Controller Menu, press the × button when "Remap Controller" is selected.

Look Speed – Look Speed changes how quickly you can aim and look around in Look Mode. You have 2 options; Slow and Fast.

Invert Pitch – Invert Pitch changes the way the Directional buttons react in first person mode. If the option is turned OFF, pressing ↓ on the Directional button/Left Stick will make the Danger Girl look up. If the Invert Pitch is turned ON, pressing ↓ will make her look down.

Vibration – The Vibration toggle turns ON or OFF the responses of the Dual Shock™ analog controller.

Remap Controller Menu – In the Remap Controller Menu, you can select from two pre-set control layouts, or change specific buttons. To change the function of a button, use Directional buttons/Left Stick ↑/↓ to select the function to be changed, and press the X button to erase the current button assigned to it. Then press the button you want assigned to that function.

Game Menu

Use the Directional buttons/Left Stick ↑/↓ to select between the "Auto-Aim" and "Auto-Save" options in this menu. Use the Directional buttons/Left Stick ←/→ to turn the options ON/OFF.

Turning OFF the "Auto-Aim" option means that you will have to manually aim at your enemies using the Directional button/Left Stick. This makes the game more challenging.

Turning ON the "Auto-Save" option will save your game for you at the beginning of each new level.

Danger Girl's Health — This is the amount of health remaining until your character is eliminated. The longer this bar is, the more health you have.

Enemy's Health — This is the amount of health remaining until an enemy boss is eliminated. The more the bar lowers to the left, the closer you are to eliminating the enemy.

Weapon Selected — This is the weapon you currently have selected (if any).

Ammo Available — This indicates the amount of ammo currently loaded in your weapon (on the left) and the total amount available (on the right).

Item Selected — This indicates which item you currently have selected for use (if any). Press the ○ button to "use" this item.

Radar/Compass — This indicates where enemies, surveillance cameras and objectives are located in the level.

- Yellow arrows indicate enemies who are alerted to your presence, but don't see you.
- Green arrows indicate enemies who are not yet alerted to your presence.
- Red arrows indicate enemies who are aware of your presence and see you.
- Purple arrows indicate the location of hostages.

"Now listen ladies, I'm going to give you a little 'refresher' on how to navigate through your inventory, and how you're going to handle your objectives.

When you need to go into your inventory, press the SELECT button on your controller. Use the Directional buttons/Left Stick ←/→ to switch between the weapons and item lists. Use the Directional buttons/Left Stick ↑/↓ to choose a weapon or item. You can also press the R1/R2 buttons to scroll through inventory and the L1/L2 buttons to scroll through weapons. Press the ✕ button to confirm that you are finished adjusting your inventory and you're back in action.

I'll brief you on the situation and the objectives at the beginning of each mission. Any updates to the objectives are provided via telecommunications from Valerie. When she contacts you…please pay attention!

To look at your objectives, press the □ button while in the Inventory screen. This will lead you to the Objectives screen. Press △ to back out of the Objectives and Inventory Screens to return to action.

The Objectives screen lists descriptions of each objective, the amount completed (in multi-part objectives), the name and face of the operative currently playing, her stats and any other relevant information displayed by a 'system link.'

Normally you won't have more than three objectives to complete, but often they have multiple parts, for instance, six hostages to rescue. You don't necessarily need to complete the missions perfectly, but you know how I expect perfection. Only the best from my Danger Girls!"

Note on Weapon Specs:

Rate of Fire is based on a scale of 1 to 10, 10 being the quickest. Damage is based on the amount of damage per shot, also on a scale of 1 to 10, 10 being the highest.

Reminder about Auto-Aiming

If you want the game to aim for you, then go to the "Game" section of the Options menu and turn "Auto-Aim" ON. If you have it turned OFF, you will have to manually aim when firing at enemies.

Note on Reloading:

When you run out of ammo in a clip, the game will automatically reload your weapon. This takes a second, so be aware of the amount of ammo you have. You don't want to be forced to reload in front of an enemy.

DESERT EAGLE PISTOL

Clip size: *15*
Max ammo: *90*
Rate of Fire: *7*
Damage: *7*
Description: ***Nice pistol, but basic. It's a good "run and gun" weapon because of its rate of fire.***

MK23

Clip size: *10*
Max ammo: *60*
Rate of Fire: *5*
Damage: *5*
Description: ***The MK 23 is a smaller gun than the Desert Eagle, but it comes equipped with a silencer for stealth action.***

HEAVY PISTOL

Clip size: *6*
Max ammo: *54*
Rate of Fire: *3*
Damage: *7*
Description: ***JC's weapon of choice, the heavy pistol is basically a .44 caliber pistol. Capable of dropping enemies in 1 shot, shooting slowly and carefully is advised. With only 6 shots, you're going to have to reload often.***

AK47

Clip size: *20*
Max ammo: *120*
Rate of Fire: *8*
Damage: *6*
Description: ***Good long distance weapon with decent stopping power. These assault rifles are leftovers from the Soviet Union and arm just about every terrorist organization operating today.***

CLASSIFIED INFORMATION

MEDIUM MACHINE GUN

Clip size: 20
Max ammo: 120
Rate of Fire: 9
Damage: 7
Description: Similar to the AK in terms of ammo, the MMG is a slight upgrade in terms of stopping power, rate of fire and is also silenced. It's definitely a more deadly weapon.

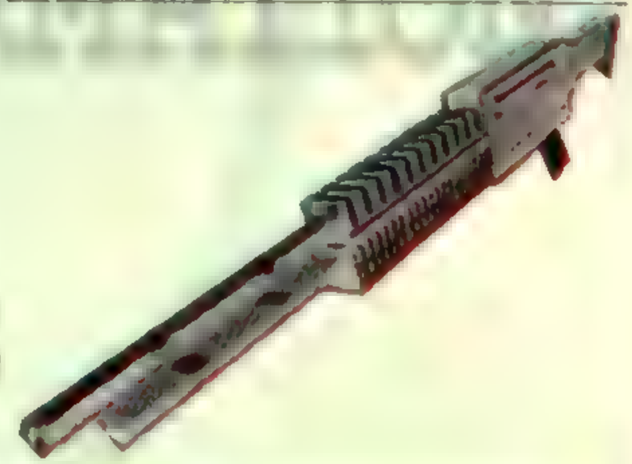
SUBMACHINE GUN

Clip size: 25
Max ammo: 150
Rate of Fire: 10
Damage: 6
Description: The SMG is a very high quality weapon. Its extremely fast rate of fire drops enemies quickly. The only disadvantage is its short range of fire.

SHOTGUN

Clip size: 6
Max ammo: 36
Rate of Fire: 2
Damage: 5
Description: Another excellent close range weapon, the shotgun spreads when fired hitting almost anything directly in front of you. This is an excellent weapon to use while you have the Auto-Aim turned on and to fire while running.

HEAVY MACHINE GUN



Clip size: 25
Max ammo: 150
Rate of Fire: 7
Damage: 9
Description: One of the most deadly weapons in the game, the HMG has an incredibly long range, and spells almost instant death to any target.

GRENADE LAUNCHER

Clip size: 6
Max ammo: 36
Rate of Fire: 3.5
Damage: 5, depending on proximity
Description: This is great for knocking out sets of enemies, especially from behind cover. Be careful though, because the grenades are loud when they "blow" and will alert other enemies of your presence.

ROCKET LAUNCHER

Clip size: single shot
Max ammo: 6
Rate of Fire: 2.5
Damage: 10, depending on proximity
Description: A direct fire weapon, this works as a one hit kill weapon. It has an area effect, so it's possible to kill multiple enemies with one shot. Be careful of firing this too close to a wall or another object. Another ex-Soviet weapon in the hands of terrorists.

PIPE BOMB

Clip size: single shot
Max ammo: 20
Rate of Fire: n/a
Damage: 5, depending on proximity
Description: Pipe bombs are a good trap weapon. Drop the bomb on the floor and lure an enemy to chase you near it. As he nears the pipe bomb use the Detonator. Make sure the detonator is equipped in your inventory and press the O button.

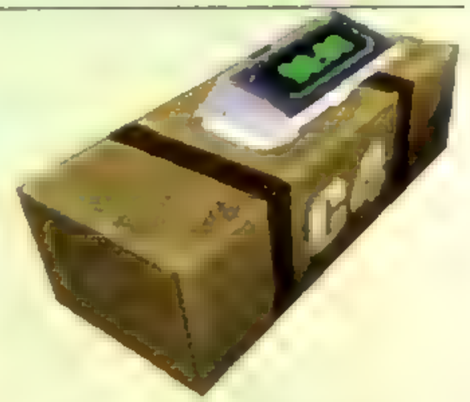
NOISEMAKER

Clip size: single shot
Max ammo: 20
Rate of Fire: n/a
Damage: 7, depending on proximity
Description: Noisemakers are another good trap weapon. Throw a few of these on the ground, then arm them by using the Noisemaker Activator. Stepping near one of them when active will cause it to explode.

SNIPER RIFLE

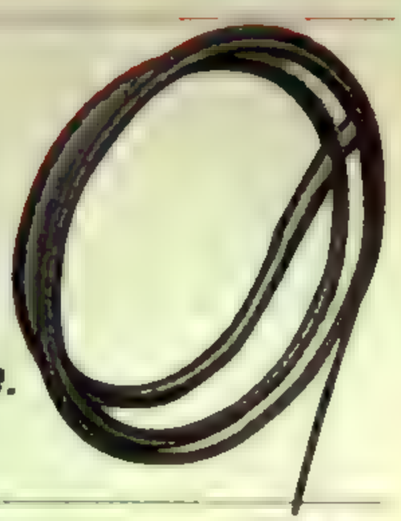
Clip size: 6
Max ammo: 36
Rate of Fire: 1
Damage: 9
Description: Sydney's weapon of choice, the sniper rifle is excellent for picking off the guards from long distance. Once in first person "Look" mode, use the L2 button to zoom in, and the R2 button to zoom out. Press the X button to fire the weapon.

C4



Clip size: single shot
Max ammo: 30
Rate of Fire: n/a
Damage: 7, depending on proximity
Description: Plastic explosive used to eliminate threats. Triggered with gunfire.

WHIP



Clip size: n/a
Max ammo: n/a
Rate of Fire: 2
Damage: 8
Description: This is Sydney's 2nd weapon of choice, in addition to the sniper rifle. Another item to use when short on ammo and at close range. Plus its always amusing to watch a Danger Girl use a whip!

DARTGUN

Clip size: 5
Max ammo: 75
Rate of Fire: 2
Damage: 5, head shot only
Description: This is strictly for close proximity head shots.

TURRET

Clip size: Infinite ammo
Max ammo: n/a
Rate of Fire: 9
Damage: 9
Description: A level specific weapon. Heavy fire power, but stationary and therefore cannot be kept in inventory.

RADAR: To turn the radar ON or OFF in the upper right corner of the screen, use this item. If you want to turn the radar OFF, go into the Inventory menu and select the Radar item.

NIGHT GOGGLES: Night goggles allow an agent to see in complete darkness. Wearing the goggles will give you infra red vision. Enemies without goggles will be at a distinct disadvantage. When you activate them, they will remain ON until you choose to turn them OFF. Going back into the Inventory screen and re-selecting them will turn them back OFF.

NOISEMAKER ACTIVATOR: Once you've thrown a Noisemaker on the ground, you can activate it by using this device. When you have it selected as the current item, the Noisemakers you have thrown are "active."

DETONATOR: Using this item will cause Pipe Bombs to explode. Equip it, and then go back to the game. Pressing the ○ button will detonate the bombs.

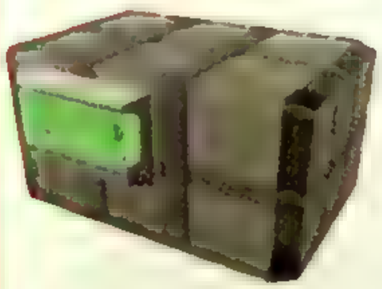
STIM PAK: Using this item when equipped will give you a big charge of first aid. Wait until you are low on health, then use the stim pak to immediately recover. The stim pak's effects are temporary.

SECURITY CARDS: Use security cards to get in and out of secured doors. Often you can open a locked door by using a security card found in the game.

REMOTE CONTROL: Use this item to open special areas or trigger events in the levels.

GAS EMITTER: Knock out nearby enemies by attaching to ventilation systems.

BOMB DECODER: Use this level specific item to decode bombs.



DEMOLITIONS: Attach to various items to destroy them.

NAME:	**Abbey Chase**
HEIGHT:	**5 ft. 8 in.**
EYES:	**Hazel**
HAIR:	**Golden Sienna**
AFFILIATION:	**Danger Girl**
SPECIALTY:	**Archeology / Mystic Studies**
SECONDARY:	**Foreign Languages, Small Arms**
BIRTHPLACE:	**Boston, Massachusetts**

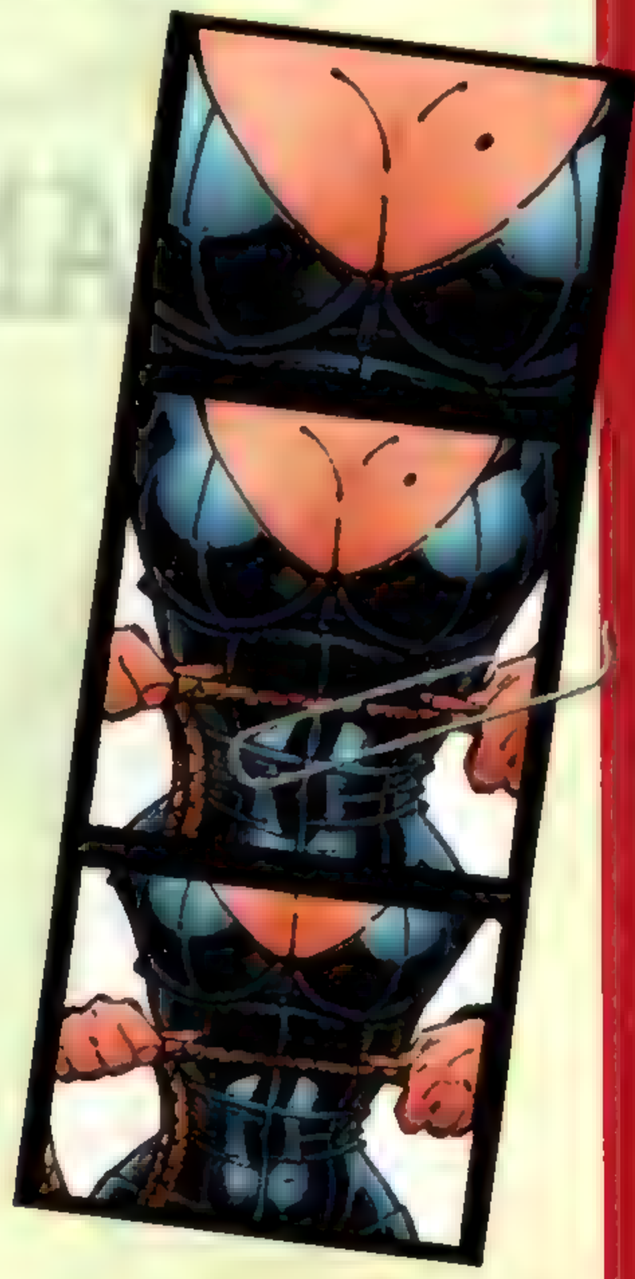
Abbey Chase is known as a champion marksman, a virtuoso of languages, a scholar of world history, and most widely, as a heart-stopping femme fatale.

Though spending the majority of her young life as a loner, Abbey is a natural team leader. After bumping into the Danger Girls during an adventuresome hunt, Abbey shepherded the team to victory in their first battle against the menacing Hammer Empire. Soon after, Abbey became a full fledged member of the Danger Girls international covert operations.

NAME:	**Sydney Savage**
HEIGHT:	**5 ft. 9 in. (5 ft. 11 in. in heels)**
EYES:	**Blue**
HAIR:	**Auburn**
AFFILIATION:	**Danger Girl**
SPECIALTY:	**Surveillance / Sniper**
SECONDARY:	**Helicopter Pilot**
BIRTHPLACE:	**Sydney, Australia**

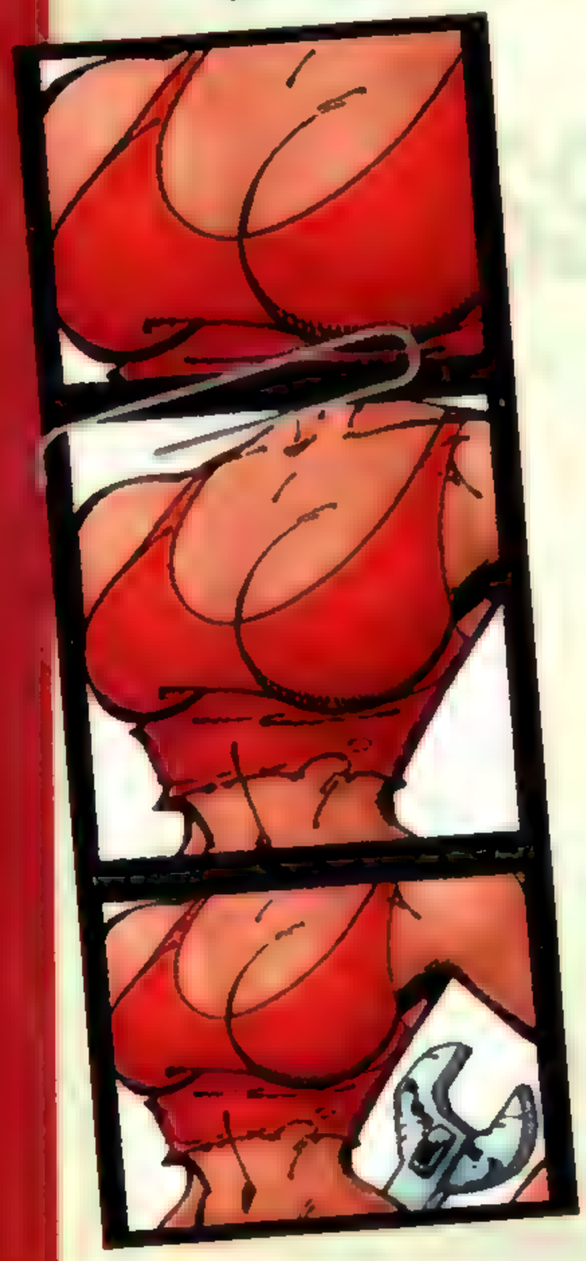
Sydney Savage, a striking, sassy and vivacious component of the Danger Girls, originates fittingly from the picturesque and lively continent of Australia.

Though often reprimanded for her wild and unorthodox procedures, Sydney more often than not justifies her lawless techniques. Of all the Danger Girls, Sydney takes most advantage of her good looks, deploying her curvaceous form to distract and defeat the girls' primarily male antagonists.



NAME:	**JC**
HEIGHT:	**5 ft. 10 in.**
EYES:	**Green**
HAIR:	**Chestnut**
AFFILIATION:	**Danger Girl**
SPECIALTY:	**Engineering / Inventor**
SECONDARY:	**Explosives**
BIRTHPLACE:	**Vancouver, Canada**

Though JC has yet to become an official Danger Girl agent, she's already proven herself quite a valuable asset to the team. Called upon by Deuce, JC was brought on board after the Danger Girls first explosive battle with the Hammer Empire - a battle that left most of the team's specialized equipment and vehicles in ruin. In the midst of her numerous repairs and improvements, the Hammer struck again. This time Deuce was without a third operative, and JC was more than willing to step up to the challenge.



NAME:	**Deuce**
HEIGHT:	**6 ft. 1 in.**
EYES:	**Brown**
HAIR:	**Salt and Pepper**
AFFILIATION:	**Danger Girl**
SPECIALTY:	**Mission Strategist**
SECONDARY:	**Espionage**
BIRTHPLACE:	**London, England**

Former British Secret Agent Deuce was lured away from spy retirement when invited to fashion and oversee the world's first all female espionage team - a team that would secretly adopt the code name "Danger Girl."

INFORMATION

NAME:	**Valerie**
HEIGHT:	**5 ft. 7 in.**
EYES:	**Green**
HAIR:	**Red**
AFFILIATION:	**Danger Girl**
SPECIALTY:	**Communications**
SECONDARY:	**All things digital**
BIRTHPLACE:	**San Francisco, California**

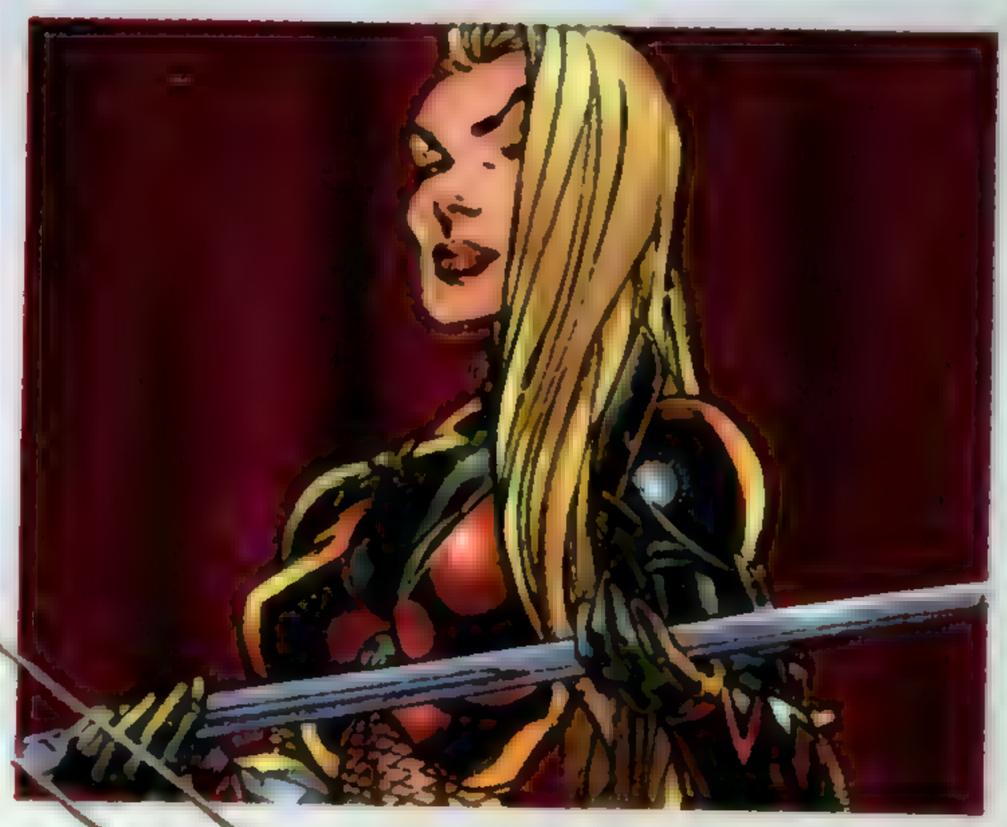
Teenager "Silicon" Valerie graduated top of her class at Oxford - years before she could even obtain a valid driver's license.

Though Valerie could have easily secured a safe and wealthy career in the field of communications technology, she had her sights dead set on the dangerous life. A chance encounter with Deuce led her to becoming a Danger Girl in-training.

NAME:	**Natalia Kassle**
HEIGHT	**6'**
EYES:	**Ice Blue**
HAIR:	**Blonde**
AFFILIATION:	**The Hammer Empire**
SPECIALTY:	**Edged Weapons, Hand to Hand Combat**
SECONDARY:	**Counter Intelligence**
BIRTHPLACE:	**Bucharest, Romania**

Sultry Russian Natalia Kassle was chosen to join the Danger Girl team for her phenomenal combat and espionage talent, among more obvious outstanding attributes. Unfortunately, Natalia was also a double agent. Secretly working for the Hammer Empire, she infiltrated the Danger Girls ranks and nearly led the team to their death.

Currently a commander in the Hammer Empire, Natalia continually attempts to take over the world, though her ultimate passion is to do away with archenemy Abbey Chase.



INFORMATION

NAME:	**Major Maxim**
HEIGHT:	**Estimated at 7'**
EYES:	**Red**
HAIR:	**Unknown**
AFFILIATION:	**The Hammer Empire**
SPECIALTY:	**Rapid Assault Commander**
SECONDARY:	**Interrogation**
BIRTHPLACE:	**Unknown**
REBIRTHPLACE:	**Hammer Headquarters**

Major Maxim is the monstrous mastermind behind the Hammer Empires apocalyptic military forces. Once but a wounded soldier of those very forces, Maxim became an unwilling "volunteer" to Doctor Kharnov Von Kripplor's bizarre Hammer Ubermensch (Super Soldier) program. The first and only "success" of the strange procedure, Maxim soon became dependent on the mysterious blue fluid, which supplies and sustains his incredible size and strength.

USEFUL HINTS

THE AUTO-AIM OPTION ALLOWS YOU TO FEEL MORE LIKE A CHARACTER IN THE COMIC BOOK. YOU'LL BE ABLE TO JUMP AND DIVE (USING R2/L2 + □) AND STILL HIT YOUR ENEMIES. IF YOU DON'T USE THE AUTO-AIM OPTION, THE GAME WILL BE MORE CHALLENGING.

MAKE SURE TO CHECK FOR HIDDEN ITEMS. YOU CAN ALSO MANIPULATE SOME OF THE ITEMS IN THE LEVELS, SO WALK UP TO STUFF AND PRESS THE ○ BUTTON IF ANYTHING LOOKS SUSPICIOUS.

IF YOU FORGET WHAT YOUR OBJECTIVES ARE, PRESS THE SELECT BUTTON AND PRESS THE □ BUTTON. THIS WILL TAKE YOU TO THE OBJECTIVES SCREEN.

THE ENEMIES ARE AWARE ... THEY ACTUALLY HEAR AND SEE YOU. YOU CAN USE DARKNESS AND LINE OF SIGHT TO YOUR ADVANTAGE. GIVEN A CHANCE TO "TURN OUT THE LIGHTS", DO SO AND USE YOUR NIGHT GOGGLES TO TAKE CARE OF THE CONFUSED ENEMY.

USE RADAR TO SNEAK UP ON ENEMIES AND KILL THEM WITH APPROPRIATELY STEALTHY WEAPONS, FOR INSTANCE THE MEDIUM MACHINE GUN. REMEMBER THE GREEN ARROWS ON THE DISPLAY ARE ENEMIES THAT HAVEN'T DISCOVERED YOUR PRESENCE YET. RED MEANS THEY'VE ALREADY SPOTTED YOU.

SYDNEY'S SNIPER RIFLE IS AN EXCELLENT WEAPON. USE IT TO CREEP THROUGH LEVELS WHILE HANDLING ANY OPPOSITION AT VERY LONG RANGE. IF YOU'RE CAREFUL, YOU'LL RARELY TAKE DAMAGE.

BEHIND THE SCENES & MAKING OF THE GAME

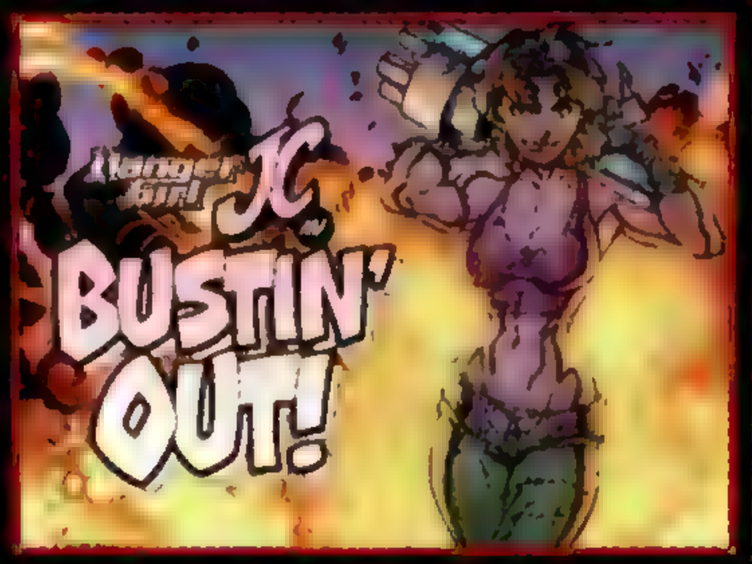
J. Scott Campbell and Andy Hartnell, the creators of the best-selling Danger Girl Comics series, played an active role in the game's development including art design and the storyline.

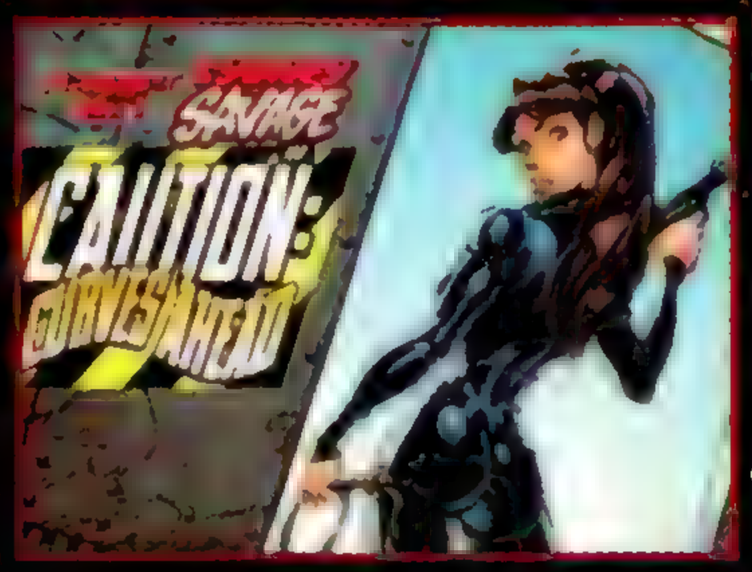
Featured exclusively in this manual are never seen before pencil sketches outlining character and scene development. Also featured are preliminary sketches of JC's character development as a Danger Girl for the upcoming new edition to the DC Comics series.

The loading screens are also original, never-seen-before works of art by the creators and are certainly valuable to any Danger Girl fan!

MISSION ARCHIVE

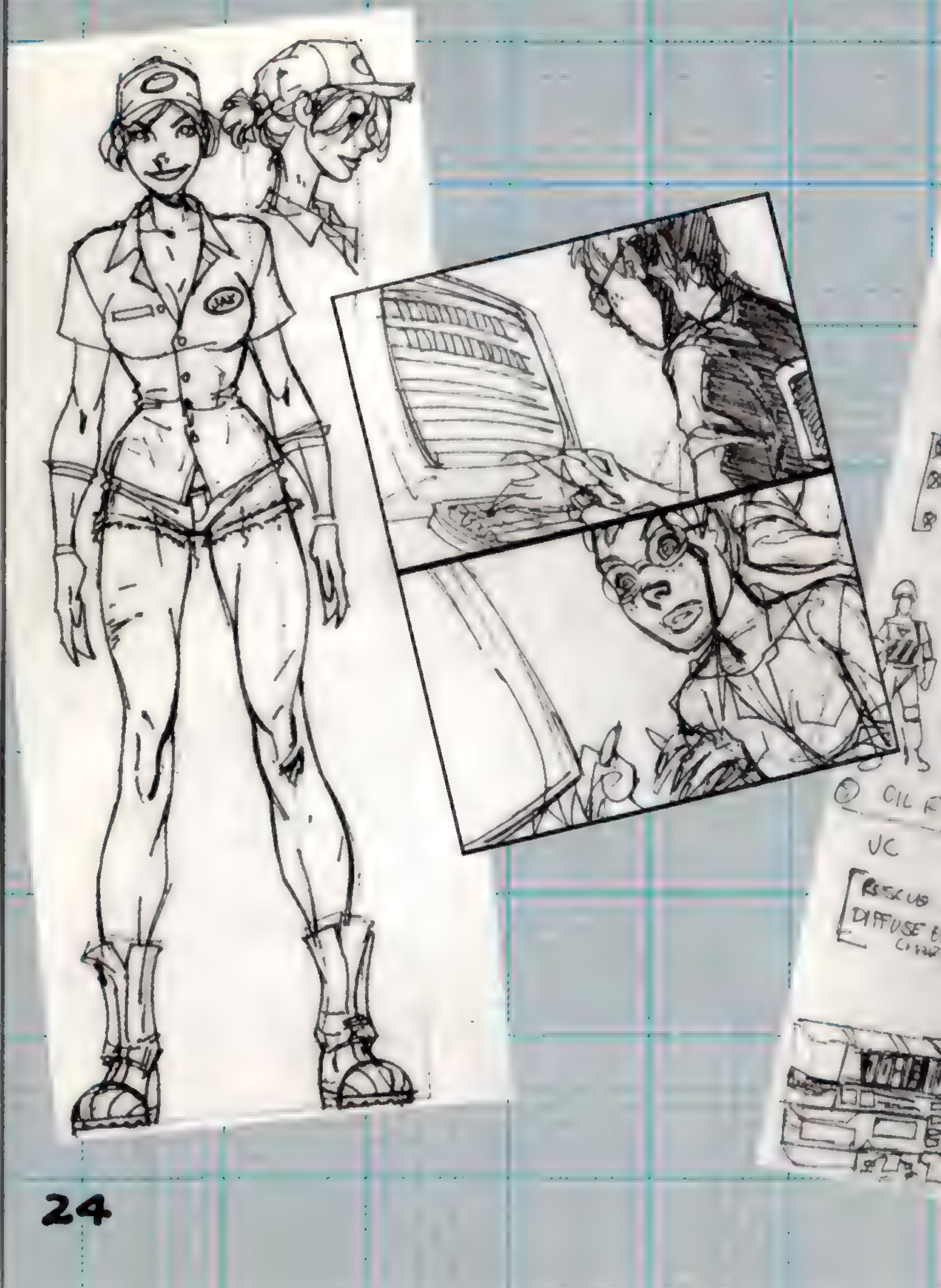
- ABBEY CHASE IN RUMBLE IN THE JUNGLE
- ABBEY CHASE IN FINDERS KEEPERS
- JC IN RIGGED TO BLOW
- SYDNEY SAVAGE IN CAUTION: CURVES AHEAD
- ABBEY CHASE IN DANGEROUS DISCOVERY
- JC IN FROZEN ASSETS
- SYDNEY SAVAGE IN MUSEUM MAYHEM
- SYDNEY SAVAGE IN CROSSING THE LINE
- JC IN BUSTIN' OUT
- JC IN MAXIMUM FIREPOWER
- SYDNEY SAVAGE IN COUNTDOWN TO DANGER
- ABBEY CHASE IN CATFIGHT TO THE FINISH

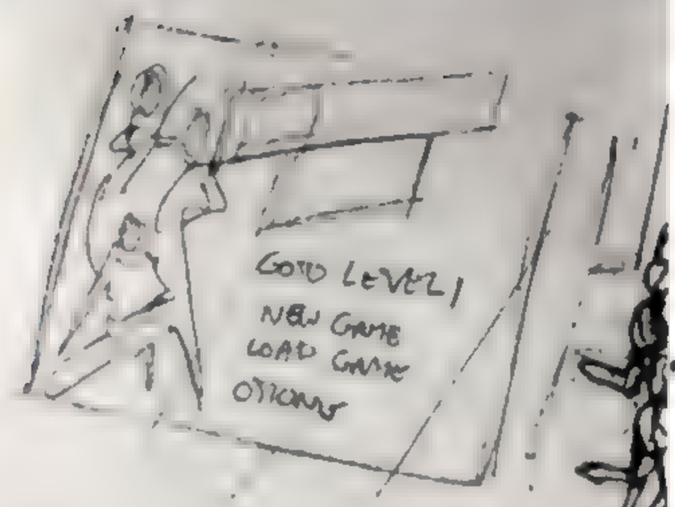




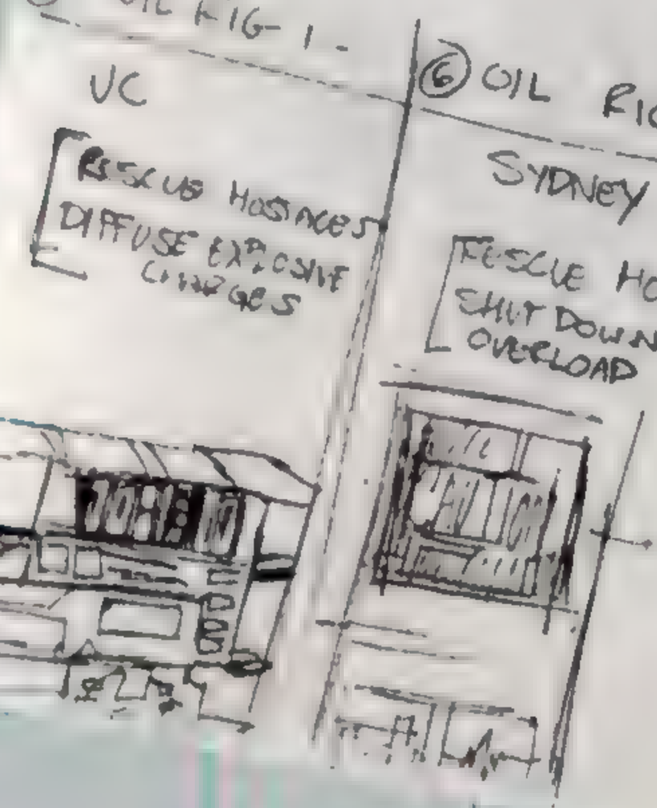
DEVELOPER N-SPACE HARD AT WORK ON DANGER GIRL

TAKE A LOOK AND SEE HOW THE DANGER GIRLS CAME TO LIFE!

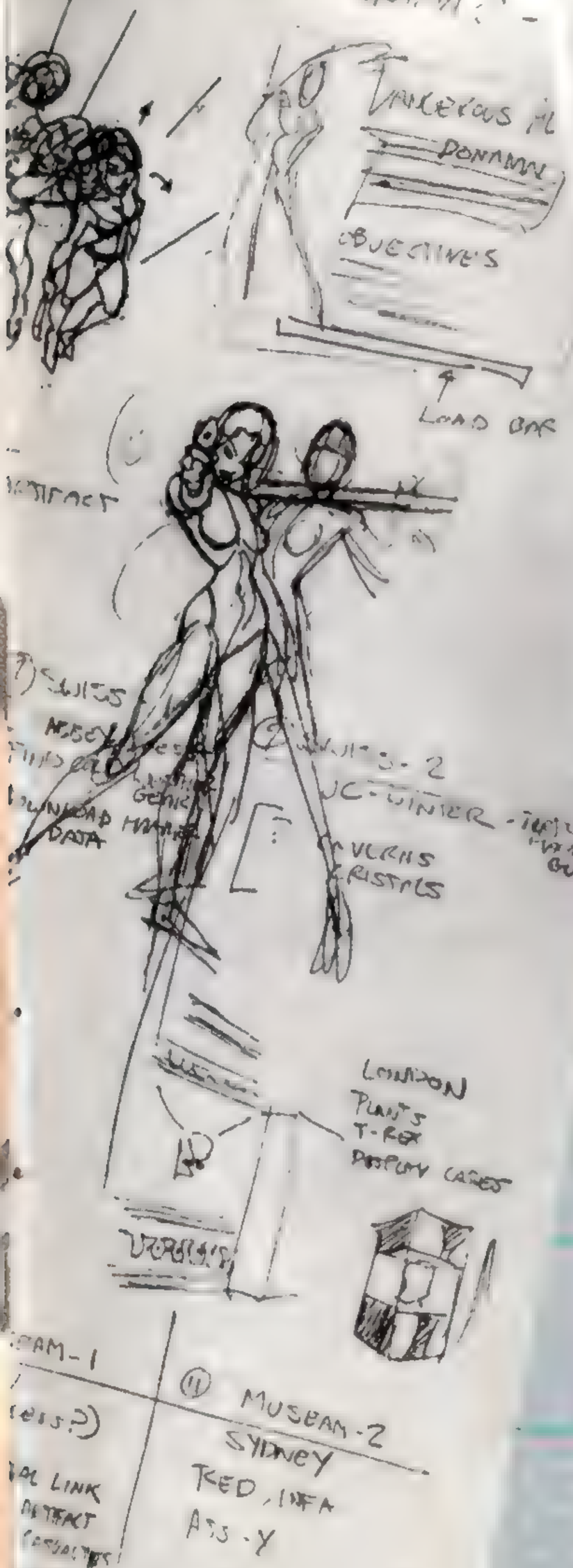


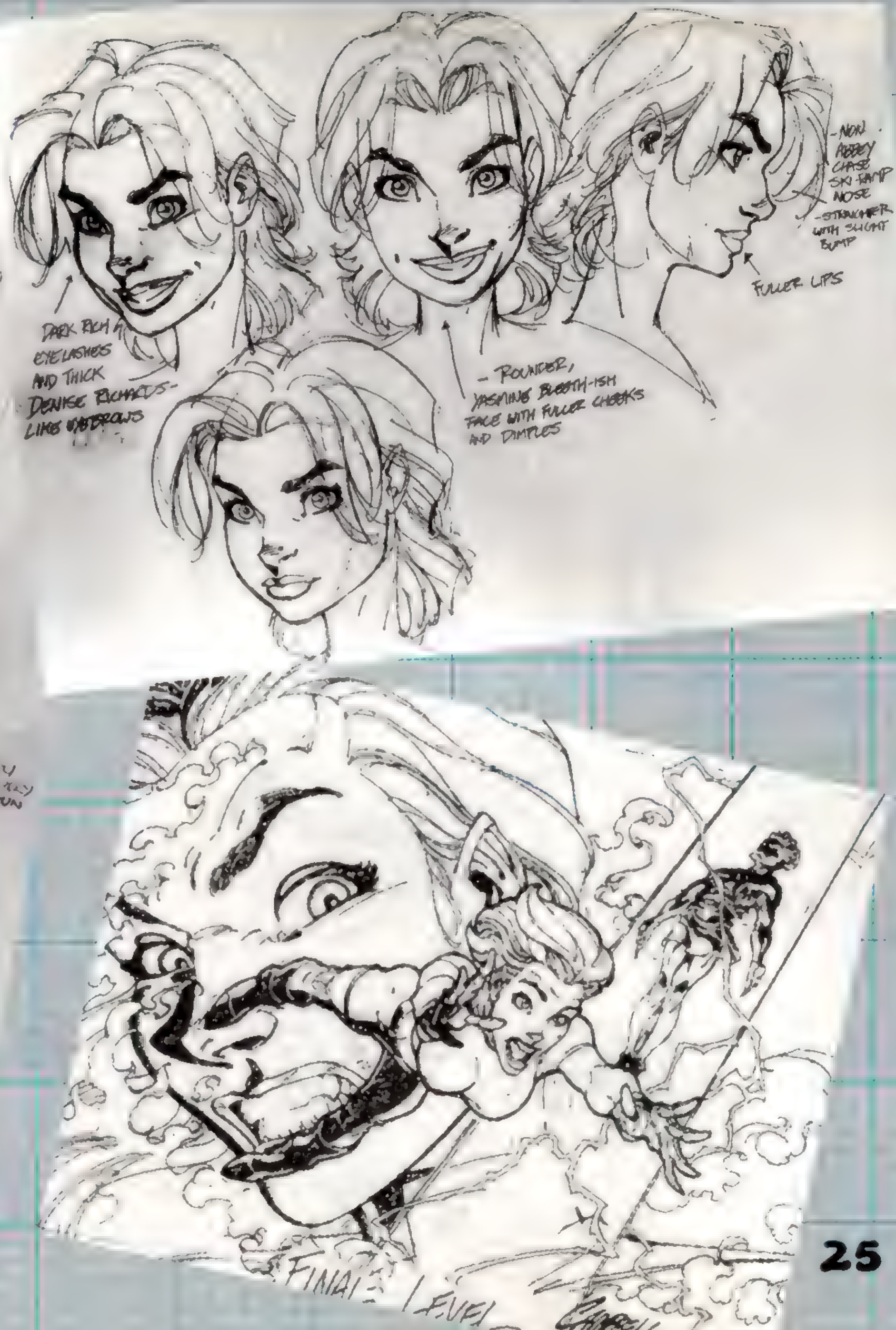

GOTO LEVEL1
NEW GAME
LOAD GAME
OPTIONS

① JUNGLE-1
② JUNGLE-2
RECOVER STOLEN
UNDERGROUND
TECH FORTRESS
HAMMER
DEEPLY ILLEGAL
INFILTRATE
DONOVIN COMPOUND


⑤ OIL RIG-1
UC
RESCUE HOSTAGES
DIFFUSE EXPLOSIVE
CHARGES
⑥ OIL RIG-2
SYDNEY
RESCUE HOSTAGES
SHUT DOWN FREESTATE
OVERLOAD

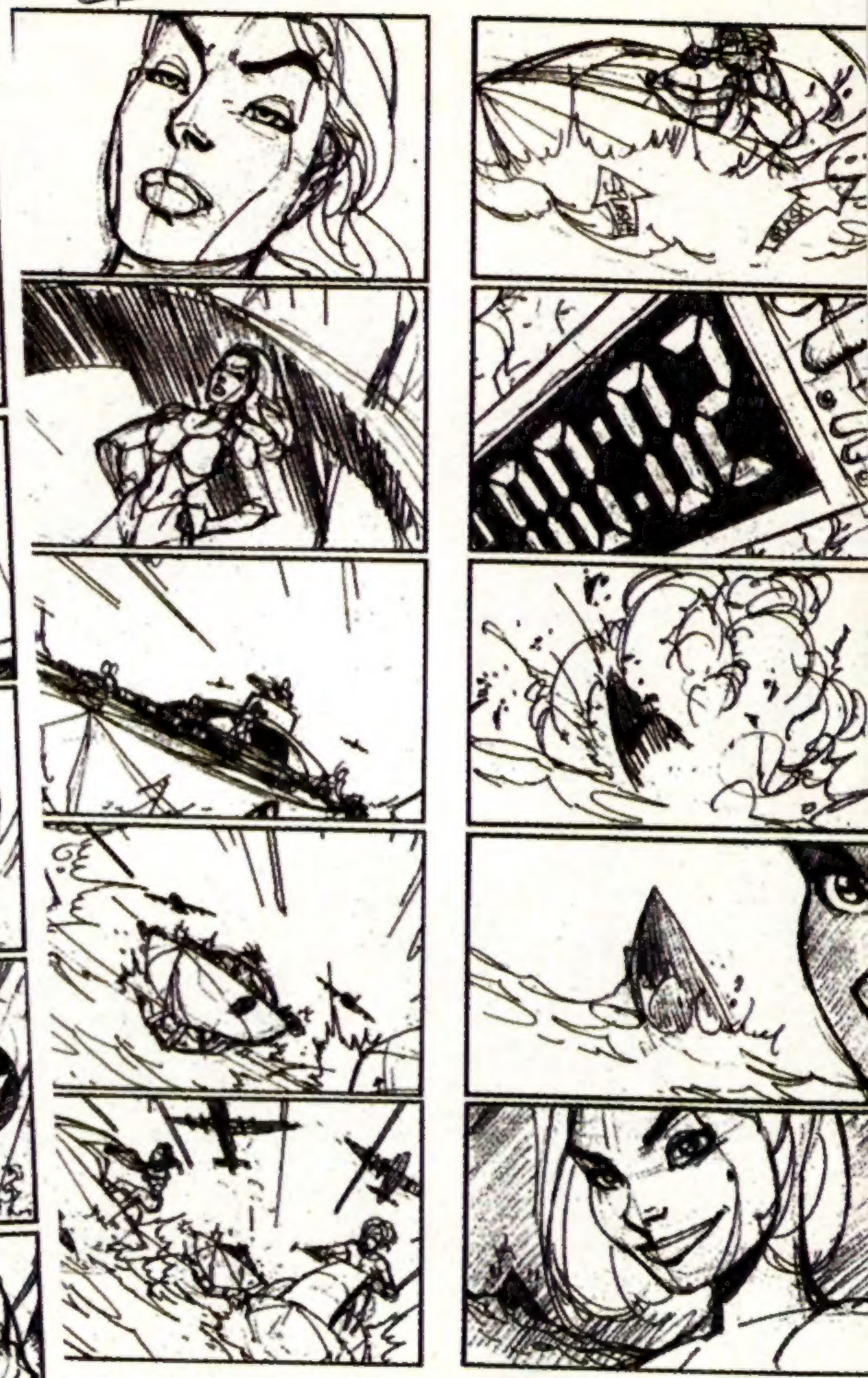
- LETTERBOX NOT CONSISTAN
- GET KILLED - TRAMM ? -




DARK RICH EYELASHES AND THICK DENISE RICHARDS-LIKE EYEBROWS
- ROUNDER, YASMINE BLEETH-ISH FACE WITH FULLER CHEEKS AND DIMPLES
- NON ABBEY CHASE SKI-JUMP NOSE
- STRAIGHTER WITH SLIGHT BUMP
FULLER LIPS

OPENING CINEMATIC STORYBOARD BY J. SCOTT CAMPBELL

Danger Girl



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Animated by Super78

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Pro-Motions Production Co.

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Special Thanks:
Our Families and Friends
All of n-Space
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Everyone at Wildstorm
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Dina Benadon and
Brent Young at Super78
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at Todd McFarlane Toys
Emil DeGrey at Viewpoint
Take Out Express
Starbucks
Little Thai Garden
"Moose" at Oyaji
Marshall amplification

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Hang, Bonsai, Christiane, Guy,
Martha Mae, Mindi, Sean, Anita,
Debbie, Lolo, Matt, Jaime, Cheryl,
Conrad, Catherine, Ronald

The Games we Played:
Magic: the Gathering
Diablo 2
Metal Gear Solid
Bloody Roar 2
NHL 2K
NFL Blitz 2000
Soul Caliber
Soul Reaver
Mario Kart
MDK2

The Tunes we Played:
BT
Propellerheads
Hans Zimmer
ZZ Top
Tom Jones
David Arnold
Coffin
Steve Vai
Dave Matthews Band

WWW.N-SPACE.COM

Package and Manual Design:
Michael Jacobs, Beeline Group

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